



Richard Garriott  @RichardGarriott · 25 sept. 2020

...
In my mind, the hardest thing was just getting EA to allow us to make the project. We had to fight to exist, for office space, for staff, etc. Until the Alpha Test Demo got more paid signups than EA had for lifetime sales, then everyone wanted to claim it was theirs.

 **Christoph Carstensen** @lockedcc · 25 sept. 2020

En respuesta a @raphkoster

So many fond memories. Thank you so much for your work! Also big thanks to @RichardGarriott and the rest of the team of course!

What was the hardest design challenge you had to overcome while working on the project?

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Richard Garriott 

@RichardGarriott

En respuesta a @Wraythe68

Trip was OUT, which is why we thought it would be OK. But, I made PLENTY of other mistakes, often big ones. Betting on Apple while PC's took over. Bet on some bad folks/games, passed on some great folks/games. Overall, a nice journey.

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6:06 p. m. · 25 sept. 2020 · Twitter Web App

7 Me gusta

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Dr. Cat - Jubilant @DoktorCat · 25 sept. 2020

...
I didn't bet, I just developed for "whoever has bought the most computers lately". That's why I made the Commodore 64 versions of several Origin games. I figured by buying twenty million of those, the public was telling me "Hey make some games for this machine". So I did. :D

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Dr. Cat - Jubilant @DoktorCat · 25 sept. 2020

...
The Commodore 64 was a very fun machine to program games on anyway, so it was no big burden or anything either. 😊

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Personas relevantes



Richard Garriott 

@RichardGarriott

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